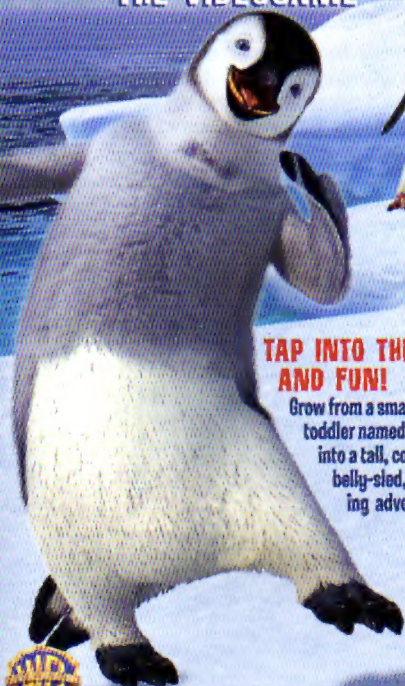


HAPPY FEET™

—THE VIDEOGAME—



**TAP INTO THE ADVENTURE
AND FUN!**

Grow from a small fluffy
toddler named Mumble
into a tall, confident adult as you
belly-sled, dance and swim through Antarctica on an amaz-
ing adventure!

**Available
November 14th, 2006**

www.happyfeet-game.com



MIDWAY

Wii

NINTENDO DS

GAME BOY ADVANCE



HAPPY FEET™, available on the Wii, Game Boy Advance, Nintendo DS and the GameCube, is a trademark of Midway Home Entertainment Inc. All other trademarks and registered trademarks are the property of their respective owners. ©2006 Midway Home Entertainment Inc. All rights reserved.

TM, ®, Game Boy Advance, Nintendo GameCube, Nintendo DS and the Wii logo are trademarks of Nintendo. ©2006 Nintendo. MIDWAY and the Midway logo are trademarks of Midway Home Entertainment, LLC.

Visit www.esrb.org
for updated rating
information.



Midway Home Entertainment Inc.
6755 Mira Mesa Blvd., Suite 123-155, San Diego, CA 92121

PRINTED IN USA

EmuMovies

INSTRUCTION BOOKLET



**the
antBULLY**



MIDWAY
www.midway.com



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.**

1 Player



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

GET STARTED	3
STARTING UP.....	4
DEFAULT CONTROLS.....	5
THE ANT BULLY STORY	6
MAIN MENU	7
THE HUD	8
PAUSE OPTIONS	9
TELEPATHY.....	10
THE ANT BULLY CHARACTERS	11 - 12
THE ANT BULLY ENEMIES	13 - 14
COLLECTIBLES.....	15
THE MEDALS SYSTEM	16
WEAPONS	17
CREDITS.....	18 - 20
NOTES.....	21
WARRANTY.....	24

GETTING STARTED

THE NINTENDO GAMECUBE™ SYSTEM



IMPORTANT

If you are using a monaural television and connect the Nintendo GameCube to this with a stereo AV cable, the game's sound may not be played back correctly. Please use a monaural AV cable to connect your Nintendo GameCube to a monaural television.

MENU/SUB-MENU NAVIGATION

Throughout this manual, Up, Down, Left and Right will signify pressing Up, Down, Left and Right on the +Control Pad. To navigate through the game menus (i.e. Options), use the +Control Pad (Up, Down, Left or Right) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press **START** to display the Pause Menu. Press the +Control Pad Up or Down to select **QUIT GAME**, then press the **A BUTTON**. Highlight **YES** and press the **A BUTTON** again to go to the Main Menu.

STARTING UP

USING THE NINTENDO GAMECUBE™ CONTROLLER



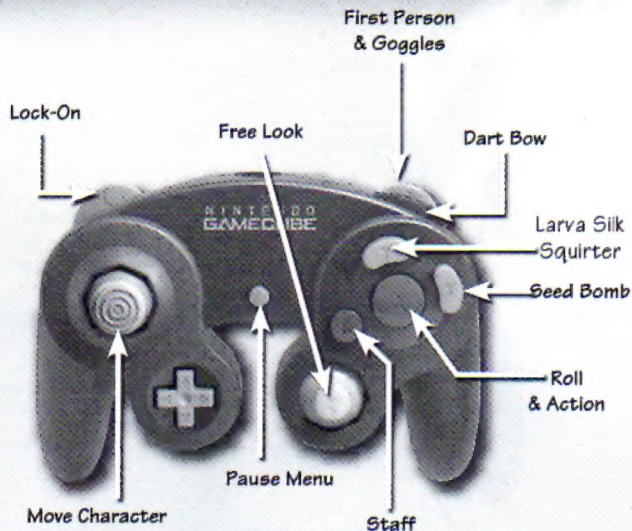
SAVING

THE ANT BULLY uses an Autosave feature. When saving to the Nintendo GameCube™ Memory Card, "autosaving" will appear on screen. Do not remove the Memory Card or turn off your Nintendo GameCube while saving.

MISSION COMPLETION

Every time a mission is successfully completed, you'll automatically be brought back to The Chamber of The Ages. Once there, the Autosave feature will immediately save all progress up to the furthest point in the story.

DEFAULT CONTROLS



USING GOGGLES

Goggles can be obtained through gameplay progression. When Goggles are in use, a bee hive effect will surround the screen. Goggles allow you to easily find Fire Crystals as you explore a level.

THE LOCK ON TARGETING SYSTEM

Use the **L** BUTTON to lock on to the closest enemy. Tap the **L** BUTTON to switch and lock on to the next nearest enemy in the field of view.

THE ANT BULLY STORY

The Ant Bully tells a witty and heartwarming story about a 10 year-old boy who embarks on a remarkable journey. New in town, friendless and tormented by a neighborhood bully, young Lucas Nickle has been taking out his frustration on the innocent ant hill in his yard. But one day the ants retaliate.

Using a magic potion, the ants shrink Lucas down to ant size and sentence him to live like an ant in their colony. In this strange new world Lucas will learn important lessons about team work, get a whole new perspective on life and ultimately discover the courage to stand up for himself.



MAIN MENU



NEW GAME

Select this option to start your new game. If you don't have a game saved to your Memory Card, you'll be prompted to "Create Save Game". This will save allow you to save your game to an empty slot on the Memory Card. After following the Save process, the game will begin.

If you don't have a Memory Card, you can still play the game by choosing "Start Without Saving".

THE CHAMBER OF AGES

The Chamber of The Ages is the return point after you've completed a mission. The Chamber of The Ages tells the story of your progress through the game in hieroglyphic images. Each time you have completed a mission, you will be informed that a new mission is available, as well as any new area, upgrade or ability that has been unlocked. From the Chamber of Ages, you can go to the Meeting Room.

MEETING ROOM

The Meeting Room is where you start new missions. There are four Mission Givers: Zoc, Hova, Kreela and Fugax. To see which character has a mission for you, look for a glow emanating from the Mission Giver's head. You can also choose to replay previous missions from here to increase your medal ranking (bronze, silver and gold).

LOAD GAME

If you've already started and saved a new game, you can load it using this option. Select the slot that contains your saved game, then press the A BUTTON. You can then continue your game.

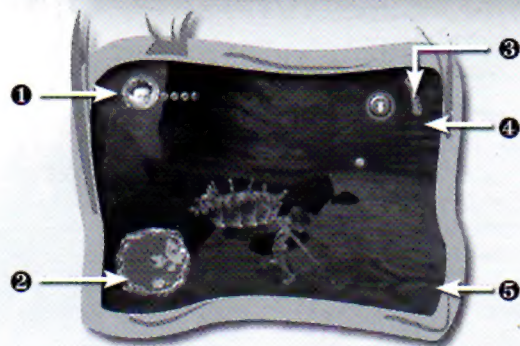
CREDITS

View the names of those responsible for bringing you THE ANT BULLY.

EXTRAS

View trailers for other fun Midway games.

THE HUD



1. HEALTH

This icon displays Lucas' health as individual sweet rocks (energy). Each sweet rock depletes before going to the next sweet rock. When all the sweet rocks are gone, Lucas is knocked out. You'll then be offered an opportunity to "Retry" the mission or "Return to the Colony".

NOTE: When Lucas is close to being knocked out, his face will change to let you know you'll need to get more health right away.

2. THE MAP

The Map helps you navigate the level. The Red Arrow indicates Lucas' position and orientation. The red points indicate enemies, the Green indicate active mission givers and White indicate mission objectives.

3. WEAPONS

The weapon indicator displays the current weapon in use. The controller button displayed next to the weapon indicates the button needed to use that particular weapon.

4. AMMUNITION TOTAL

When using the Dart Bow, Larva Silk Squirter and Seed Bombs, the current ammunitions total will be displayed next to the Weapon Indicator.

5. MISSION OBJECTIVE

This icon represents the requirements needed to complete a mission in which a certain number of items need to be collected, destroyed, freed or protected.

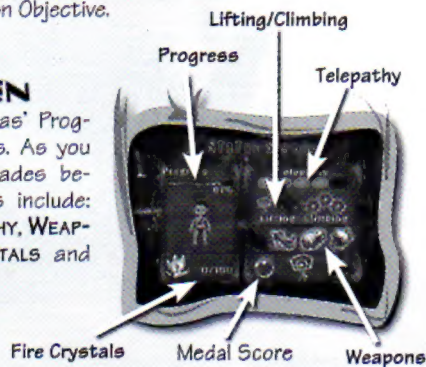
PAUSE OPTIONS

MISSION OBJECTIVE

Review your current Mission Objective.

STATUS SCREEN

This screen displays Lucas' Progress and player Upgrades. As you complete missions, Upgrades become available. Upgrades include: **LIFTING**, **CLIMBING**, **TELEPATHY**, **WEAPON INVENTORY**, **FIRE CRYSTALS** and **MEDAL SCORE**.



MAP

The Map shows you a larger view of the Ant Mound and Yard, and indicates areas available for exploration. Areas are unlocked once you have received all medals for that area. From the map, you can teleport to unlocked areas to look for Fire Crystals. The map indicates the total amount of Fire Crystals available in each area.

OPTIONS

AUDIO

Highlight **MUSIC**, **SOUND FX** or **VOICE**, then press the +Control Pad Left or Right to adjust the volume levels.

RUMBLE

Turn the Controller's **RUMBLE** feature ON or OFF.

CAMERA CONTROLS

Invert the **HORIZONTAL** or **VERTICAL** camera controls.

AUTOSAVE

Turn the game's Autosave feature ON or OFF.

RESTART MISSION

If things aren't working out, select this option to give it another try.

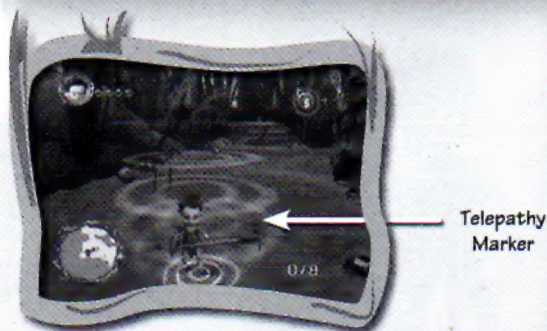
RETURN TO COLONY

When you return to the Colony, you can choose another mission.

QUIT GAME

Return to the Main Menu.

TELEPATHY



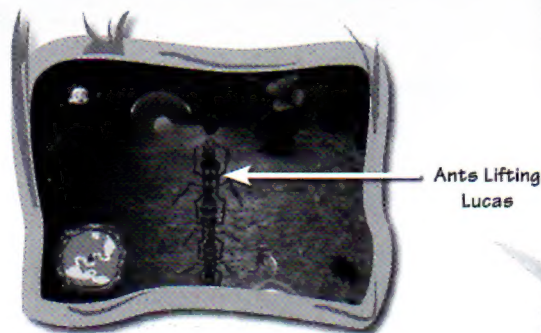
After completing certain missions in the game, you can achieve the ability to communicate with other ants via **TELEPATHY**. You can use it to request that other ants help you to reach new areas. Ants can form ladders, bridges, slingshots, spring and topple over formations. In order to complete puzzles, you'll need to use one or more of these formations.

Telepathy can be performed while standing on a Telepathy Marker. To activate Telepathy, place Lucas on the hotspot then press and hold the A Button.

Ants roaming within the immediate area will react accordingly when the action is triggered. If ants are not within the area, they will arrive from another location.

HINT

Wait until all ants have made the formation before climbing on it and be sure to defeat any enemies who may try to damage the formation!



THE ANT BULLY CHARACTERS



LUCAS

You play as Lucas, experiencing life as an ant. As Lucas, you'll have to learn new abilities and upgrade basic skills in order to defeat enemies, overcome obstacles, participate in ant life, preserve the colony and become a hero.

NON-PLAYABLE CHARACTERS

ZOC, THE WIZARD

Zoc's lack of trust in Lucas' ability to become an ant forces him to conceive a series of trial missions to overcome. These will teach you how to control Lucas and adapt to life as an ant.



SPINDLE, ZOC'S PET

Spindle is Zoc's trusted pet sidekick.

THE ANT BULLY CHARACTERS



HOVA, THE NURSE

Hova will inform you of rescue missions, such as lost baby ants. She will provide advice and hints.



FUGAX, THE SCOUT

Fugax's scouting missions involve venturing into new and unexplored territories. These territories are likely to be hostile, and combat will often be required. Missions can involve tasks such as venturing into the broken glass garden or making your way through the grassy jungle.

KREELA, THE FORAGER

The ants need food and Kreela is there to ask Lucas for help. Foraging missions will mostly involve Lucas locating new foraging ground or providing protection to ants carrying food. It won't obviously be easy as other insects might want the food for themselves.



THE ANT BULLY ENEMIES

Most of the enemies Lucas will encounter will be insects. All enemies will damage Lucas on contact. Avoid physical contact with the enemies while trying to defeat them.

PILL BUGS

The Pill Bug will curl up into a ball and charge attack Lucas.



WARRIOR PILL BUGS

The Warrior Pill Bug reacts just as the Pill Bug does, but it's a bit tougher and requires more hits to defeat.



PREDATOR BUGS

Predator Bugs will not reveal themselves until the target is in range. They lunge at the Caterpillars and use their mouthparts to hurt them. Caterpillars then enter a panic stance, preventing them from moving.



EARWIGS

Earwigs will attack Lucas. They'll also try to steal any mission object that Lucas is carrying.

COCOONS

Destroy the cocoons before they spiders have a chance to hatch!



FLEAS

Fleas attack in large numbers, always bouncing toward Lucas.



MOSQUITOES

These YELLOW mosquitoes are hovering enemies that slowly make their way closer to Lucas. Once in range, they use their pointy nose stingers to strike. Don't be fooled by their slow moving advances. These enemies are quick and will attempt to dodge attacks.



THE ANT BULLY ENEMIES

SPIDERS

Spiders mostly drop down from above. They are the perfect ambush enemy, and many may drop from above or come out of the dark to surprise Lucas.



SPITTING SPIDERS

Spitting Spiders avoid getting close to Lucas. They stay at a reasonable distance and attack with silk. Silk glues Lucas to a standstill for a short period of time. Break free by quickly wiggling the left analog stick. Spitting Spiders make a deadly combination with normal Spiders.



BLACK WIDOW SPIDERS

Black Widow Spiders are the largest, most menacing enemies. They are tough to beat and can take a lot of hits. They patrol their immediate area until Lucas comes too close. They will then move in to attack with brute force.



SHOOTING MOSQUITOES

RED Shooting Mosquitoes behave exactly the same as basic Mosquitoes, except they don't move in for a close-ranged attack. They maintain a distance and attack with projectile darts. They are also quick and will dodge attacks.



WASPS

Wasps are the largest and most dangerous flying opponent. They not only represent a danger to Lucas, but will attempt to steal the Ant Colony's precious Caterpillar Herd.



THE FROG

As quick as lightning, the frog's tongue can snatch you up! See if you can throw enough seed bombs into the frog's mouth. The dart bow can also help you irritate the frog, and make him an easier target!



THE CLOUD BREATHER

A.K.A. Stan Beals, the owner/operator of Beals-A-Bug Pest Control. He's the Exterminator, coming to eradicate the Ant Colony. You must use all your resources to defeat the Cloud Breather in the game's final battle!



COLLECTIBLES

There are many collectible items throughout the game. Here's a list of what to look for:

FIRE CRYSTALS

Fire Crystals are hidden throughout the environments. You must collect 100 Fire Crystals in order to unlock the game's ending.



SWEET ROCKS

Finding sweet rocks will replenish Lucas' energy. Collecting yellow Sweet Rocks will replenish one slot in the Health Bar, while red ones will completely replenish it.



HONEYDEW

Passing over each Honeydew will permanently increase (by one) the number of slots in Lucas' Health Bar. Honeydew Containers will replenish all of Lucas' Health.



LARVA SILK

Lucas must collect larva silk in order to use the Larva Silk Squirter. Larva silk can be found in water drops, or it can be found directly on the ground.



DARTS

Lucas must collect darts in order to use the Dart Bow. Darts can be found in water drops or hidden in the game.



FLOWER SEEDS

Lucas must collect these in order to use the Seed Bombs. Flower seeds can be found in seed bomb dispensers.



THE MEDALS SYSTEM

For each mission you complete, you are awarded a medal based on your performance in that mission. Medals are displayed in The Chamber of The Ages underneath the hieroglyphic for each mission, in the Meeting Room, and on the Map. You can replay missions to upgrade your medal ranking by selecting the mission in the Meeting Room.

MEDALS

- When you complete a mission without being knocked out, you'll earn a **GOLD** medal.
- When you complete a mission (only being knocked out once), you'll earn a **SILVER** medal.
- When you complete a mission (being knocked out more than once), you'll earn a **BRONZE** medal.
- To unlock environments for exploration, you'll need to collect all of the medals for missions taking place in that environment.
- **MEDAL SCORE** – Gold medals are worth 50 points, silver medals are worth 30 points and bronze medals are worth 10 points. Each time you reach 300 points, you are awarded a special ability on the Status Screen. The abilities are unlocked in this order: "Healing" power-up that heals you slowly over time; an upgraded lifting ability; and 15 bonus fire crystals.



WEAPONS

LUCAS' STAFF

This is Lucas' basic weapon. It's a great weapon for close-ranged attacks. Lucas will always have his staff in hand unless he is holding another weapon or performing an action that requires both hands. Here are the attacks the player will be able to perform using the staff:

1 Hit Attack = B BUTTON x 1

2 Hit Attack = B BUTTON x 2

3 Hit Combo = B BUTTON x 3

Spin Attack = Hold B BUTTON to power up, then release



LARVA SILK SQUIRTER

Lucas uses this weapon to shoot "Goo." It temporarily immobilizes enemies. This weapon has a limited number of shots and must be recharged. Press and hold the Y BUTTON to charge the Squirter, then release the button to fire the silk.



DART BOW

Use the Z BUTTON to shoot insect darts just like a crossbow. It's the perfect long-ranged weapon but is less powerful than the staff. The Dart Bow is less powerful than the staff. Taking down an enemy will take more hits, but its long range aspect makes up for the lack of power.



SEED BOMBS

Seed Bombs are thrown by Lucas and will explode after a short period of time. This is an area damage weapon, consisting of Alka Root and various other ingredients. It's useful to blow up fragile walls and help Lucas deal with a large number of enemies.



AMMUNITION UPGRADES

Ammunition is found in various locations within the environments. Pass over the item to collect it. Ammunition capacity upgrades are also available. They permanently increase the amount of ammunition Lucas can hold at one time. Ammunition upgrades are shaped the same as the regular ammunitions, but they have a different color and glow.

CREDITS

VOICES - ENGLISH

Zach Tyler Eisen	Lucas Nickle
Bruce Campbell	Fugax
Regina King	Kreela
Jason Zumwalt	Zoc, Generic Ant
Kirsten Nelson	Hova, Generic Ant
Richard Green	Wasp Leader, Generic Ant
Grant Albrecht	Stan Beals, Generic Ant
Julianne Buescher	Queen & Nurse Ant, Generic Ant
Vernee Watson Johnson	Head Nurse
Michelle Morgan	Generic Ant
Shane Baumel	Ant Kid
Rachel Fox	Ant Kid
Spencer Gamus	Ant Kid
Jordan Orr	Ant Kid
Bella Thorne	Ant Kid

VOICES - FRENCH

Romain Maupin	Lucas Nickle
Philippe Valmont	Fugax
Marie-Eve Dufresne	Kreela
Patrick Bethune	Zoc
Agathe Shumacher	Hova
Olivier Marina	Wasp Leader
Olivier Rodier	Stan Beals
Maité Monceau	Queen Ant
Caroline Jacquin	Head Nurse, Nurse Ant
Valentin Maupin	Ant Kid
Romain Maupin	Ant Kid
Sacha Supera	Ant Kid
Jacques Bouaniche	Generic Ant

DEVELOPED BY ARTIFICIAL MIND AND MOVEMENT - MONTREAL, CANADA

Executive Producer	Rémi Racine
Game Executive	Christophe Gomez
Creative Director	Claude Pelletier
Game Director	Jean-François Pelletier
Production Manager	François Raymond
Lead Programmer	Martin Ross
Artistic Director	Eric Warin
Lead Game Designer	Benoit Rullier
Lead Texture Artist	Alexandre Bélanger
Lead Modeler	Gregory Bourne
Lead Animators	Eric Rouer & Stéphane Tardif
Technical Art Directors	Stéphane Dubois & David Lightbown
Additional Game Director	Dean Lewis
Production Coordinators	Jean-Sebastien Marcoux & Paolo Pace
Programming	Sébastien Fournier, David Fugère-Lamarre, Michael Kuntze, Dominic Lavallée, Xin Li, Olivier Martin, Pierre Sackhouse & Garret Thomson
Additional Programming	Stéphane Baillargeon & Philippe Domperre
Senior Game Designer	Steeve Lapointe
Additional Game Design	Thomas Wilson & Avi Winkler
Level Design	Jonathan Cournoyer, Fabien Govini, Philippe Poulin & Chris Ractiffle
Animation	Steve Allard, Louis-Guy Dumais & Kien Tran
Additional Animation	Marc-André Baron, Denis Cawson, Victor DeBaie, Ricardo Gomez, Emilie Goulet & Caroline Prévneau
Modeling	Lysanne Martin, Dominique Paquet, Horia Trandafir & Christine Turcotte
Additional Modeling	Mario Greendale
Texturing	Danie Amyotte, Anne Dubord, Gabriel Paré & Mathieu Sauvé
Lighting	James Miguel
Visual Effects	Vincent Fiset
Illustrations	Martin Cright & Richard Dumont
Additional Illustrations	Nicolas L'Heureux, Michel Lebrun & Marek Olejarsz
Interface Design	Nicolas Brunoni
Sound	Mike Baugh

CREDITS

Additional Sound Daran Nadra & Jean-Frédéric Vachon
Head of Production Chafye Nemri
Chief Technology Officer Martin Walker
Game Engine Team Leader Stephen Mulrooney
Director of Technology Stephen Mulrooney
Tools Team Lead Martin Ruel
Tools Team Thierry Bouchard, Sébastien Lavoie, Alexis Matte & Valérie Méthot
Framework Team Lead Bruno Champoux
Framework Team François Cayouette, Gabriel Côté & Mathieu Rouleau
Graphics Team Lead Michel Vachon
Graphics Team Sébastien Gévovèse & Philippe Trottier
Audio & Peripherals Team Lead Daniel Carrier
Audio & Peripherals Team Simon Pelisser & David Andrew Reid
Simulation Team Lead Étienne Danvoye
Simulation Team Christian Martineau, Liko-Paul Pinsonnault & Pierre-Jules Tremblay
Technical Director Christian Ally
CTEK Marc-Frédéric Blanchet, Michel Carrier, Patrick Hubert, Gabriel Leblanc & Nancy Nadeau

QA Lead Cedric Michea
Gameplay Analyst Vincent Noiret
QA Testing Bradley Bourne
Additional QA Testing Alexis Bertrand, Charlotte Bertrand, Brennan Drewery Schoeler, Marianne Geoffrion, Raphaël Geoffrion, Moxence Gomez, Samuel Gomez, Aron Kounkou, Pamela Lachance, Gabriel Lemay, Mathieu Masse, Anthony Menard, Nathan Ruffier & Alex Serve Sauve
Special Thanks Alexei Anikine, Alexandre Beloin, Sophie Bordeleau, Chloé Desautels, Marc Devault, Myrlande Dorigny, Wendy Enriquez-Donissaint, Fernando Falcao, Lyne Girouard, Maria-Christine Gosselin, Kevin Hinse, Stéphanie Houde, Jean-Martin Masse, Mathieu Mercier, Marek Olejarz, Parin Patwa, Pierre Poulin, Maria Radice, Martin Saindon, David Sasson, Martin Thibert, Friends & Families

MIDWAY HOME ENTERTAINMENT

Executive Producer Richard Hicks
Sr. Producer Paul Grace
Producer Hans Lo
Associate Producer Devin Shatsky
Assistant Producer Regan Kerwin
Sr. Product Manager Serene Chan
Technical Director Mark Allen
Development Director Trevor Snowden
Associate Development Director Kate Johnson-Page
Art Director Murphy Michaels
Animation Director James Almeida
QA Director Paul Sterngold
QA Manager Malcolm Scott
QA Supervisor Curtis Barnes
QA Lead John Bozeman & Josh Stacy
QA Assistant Leads Greg Bass & Travis Zander
QA Analysts Ben Esguerra, Mark Fontecha, JB Sarao, John Ryan & Bryan Shaw
Technical Standards Analysts Rommel Abalos, Josh Palmer & Ray Mitchell
Director of Marketing Tim Granich
Public Relations Director Reilly Brennan
Sr. Public Relations Manager Johnner Riehl
Channel Marketing Director Greg Mucha
Channel Marketing Manager Jill Kogut
1st Party Relations-Submissions Coordinator Ki Wolfe-Smith
1st Party Relations-Director Samuel Peterson
Localization Manager Clermont Matton
Localization Supervisors Baki Allen & Eric Pochat
Localization Analysts Leo Capezzuto, Steve Farmer, Franklin Najarro & Philip Vodermayr

Creative Services

Ryan Braman, Michael Crawford, Rigoberto Cortes, Stefano Dalu, Gary Gonzales, Rare Macapayag, Jon Mongelluzzo, Sally Nichols, Jack O'Neill, Bill O'Neill, Matt Schiel, Chris Skrundz, BethAnn Smukowski, Dimitrios Tlanis, James Vogel, Ron White, Yvonne White-Baptista, Christa Woss & Larry Wotman

CREDITS

VO Director & Casting Brigitte Burdine & BB Casting and Production Services, Inc.
Assistant to Ms. Burdine Keith Clark
VO Studios Signet Studio, Opus 1 Media City Sound & Oregon Sound Recording
VO Sound Engineer Matt Beville - Signet Studio, Michael Keeley - Opus 1 Media City Sound & Sean McCoy - Oregon Sound Recording

Special Thanks

David Zucker, Matt Booty, Michael Gottlieb, Steve Allison, Mona Hamilton, Rob Gustafson, Lee Jacobson, Sarah Moschea, Nicole Garcia, Chari Ong, Mark Morrison, Sarah McIlroy, Steve Arthur, Bill Tiller & Richie Hicks

WARNER BROS. INTERACTIVE ENTERTAINMENT

Sr. Producer Heidi Behrendt
Associate Producer Jeff Nachbaur
Director, Production Jonathan Eubanks
Manager, Rights & Clearances Karen Plerson
Marketing Manager Stephanie Johnson
Marketing Coordinator David S. Cohen
Director, Public Relations Remi Sklar
Sr. Vice President Jason Hall

Special Thanks

Lance Bailey, Debra Baker, Jacques Barreau, Kim Benzine, Nick Bonomo, Wendy Bozzi, Jeff Carson, Diana Choi, John Davis, Grant Duncan, Ricky Early, Glenn Eckerte, Albert Fernandez, Peter Friedlander, Catherine Frizart, Gary Goetzman, Susan Hecht, Alex Johns, Scott Johnson, Jenaba Komare, Leisa McClelland, Amy McKenzie, Melissa Miller, Eric Paulson, Lori Rault, Doug Rukavina, Kellie Santiago, Kim Saxon, Susannah Scott, Geoff Shaevitz, Steve Shreshian, Gary Sheinwald, Kathleen Shekter, Irika Slavin, Marc Solomon, Steve Southgate, Lee Supercinski, Michael Steffen, Jennifer Stump, Michael Steuerwald, Jeri Street, Shane Thompson, Courtenay Valenti, Philippe Videcoq, Chris Welch & Keith Zajic

BUG-TRACKER TEAM

CEO- President Antoine Carre
COO Paquito Hernandez
Project Managers Peter Cooke
Lead Tester Andrew Lee & James Huan
Testers Emmanuel Paul Blain, David Rivard, Marc Beauchamp, Jesse Penning, Nhl Ngo, Sébastien Héroux, Erin Martel, Vo Dao, Kain Lacroix, Nicolas Germain, Linda Ly, Sylvain Menouillart, Jérôme Vu Than, Pierre Bondeaux, Mathieu Pinsonnault, Pierre-Hughes Legault Monty, Luc Bergeron, David Cruau, Henry Chen, Marco Rodi, Maxime Chartrand, Stephan Maltais & Nicolas Pelletier

RELQ

Delivery Manager S Venugopal
QA Manager Naveen N Belavadi
QA Lead Chintu Raju
Assistant QA Leads Srikanth S K, Karthik S & Prajesh Thoppil
Test Engineers Punith D Raju, Sandeep Patil, Dheeraj Shetty, Karthik R, Sharath N Singh, Giribabu D, Prathibha A, Pavan S V, Anil P S, Srikanth K, M Farhan, Ranjani S, Srikanth S, Anoop Kumar P, Tarun Handa, Ranganath K, Raghava Phaneendra, Dron Kumar A, Abhishek Agarwal, Siraj Ahmed, Sourabh Bhatnagar, Raghu G Nair, Vishnu Priya, Karthikeyan S, Thirlok H S & Leeladhar S B

Music Studio

Music by Studio Global Inc.
GILES LEVELLE

Font "Subaccuz"

Sébastien Theriault
SUBTITUDE™ FONDRY

Font "Subalde"

Valérie Desrochers
SUBTITUDE™ FONDRY

NOTES

**SHRINKS
HUNGER
DOWN
TO SIZE**



HAVE IT YOUR WAY®

TM & © 2006 Burger King Brands, Inc. (USA only). TM & © 2006 Burger King Corporation (outside USA). All Rights Reserved.

The Grim Adventures of Billy & Mandy™



RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
for updated rating
information.



MIDWAY

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
Attn: Tech/Customer Support
6755 Mira Mesa Blvd., Suite 123-155
San Diego, Ca 92121

Toll Free: 1-866-588-GAME
9am - 6pm / Pacific Time
Direct: 858-450-8190
Fax: 858-658-9027
Technical & Customer Support at
<http://support.midway.com>

THE ANT BULLY Software © 2006 Midway Home Entertainment Inc. MIDWAY and the MIDWAY LOGO are trademarks or registered trademarks of Midway Amusement Games, LLC. All rights reserved. Havok.com™, © Copyright 1999-2005 Havok.com Inc. or its licensors. All Rights Reserved. See www.havok.com for details. Uses Bink Video. Copyright (C) 1997-2005 by RAD Game Tools, Inc. Developed by Artificial Mind and Movement, Inc. Distributed under license by Midway Home Entertainment Inc.



THE ANT BULLY and all related characters and elements are trademarks of and
© Warner Bros. Entertainment Inc.
WBIE LOGO, WBIE SHIELD: TM & © Warner Bros. Entertainment Inc.

(s06)